Candy apple

The Newsletter of the South Jersey Apple Users Group

February 1989

This month's meeting on February 17:
Computer-generated Art Contest
...also, club elections

Inside:

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OFFICERS OF SJAUG

President	Gus Banks	267-3809
Vice President	Mike Wogan	854-6445
Treasurer	Carol DeCuzzi	428-0621
Secretary	Pete DeCuzzi	428-0621
Publicity Chairman	Rowena Billos	235-1560
Membership Chairman	Pete DeCuzzi	428-0621
Book Librarian	Mike Wogan	854-6445
Disk Librarians	Steve Opfermann	629-0236
	P. Mark Wannop	365-1776
Disk of Month Librarian	Phil DeVicci	663-7816
SIG Chairman	Bill Carey	267-6533
IIGS SIG	Bob Bobik	778-2105
Macintosh SIG	OPEN	
Candy Apple Editor	Terry Wilson	234-2944
Assistant C.A. Editor	Jeanne Lorenzo	234-2944
SJAUG APPLELINE, the SJAUG BBS		424-1382

Telephone Tutors

APPLEWORKS
Bev Darkatsh (daytime M - F) 365-5821
PROGRAMMING
Ethel Graham..662-0870
Ryan MacMichael (BASIC) (4 - 8 pm)............654-9346
TECHNICAL HELP
Ed Gaugler 424-5547
Anyone willing to volunteer help in their particular area of expertise, please contact the editor.

Club Notes

The program for January was a discussion of the tax program, Tax Advantage, from Double Eagle Software. This is a tax program that is used in tax preparation. It is a well written program that can help speed up your tax preparation. I have been in contact with the company and will have a special price offer for members. The meeting in February is the club's annual election meeting. This year in addition to the election of officers, we will be voting on a new constitution for the club. At the present time all of the elected club officers except for the SIG Chairman are running. Nominations will be taken from the floor for any elected position.

Bill Carey is stepping down from the SIG Chairman's position after several years of service to the club. Additionally Bill headed both the Constitutional and Nominating committees. Bill has done an outstanding job for the club and we'll miss his sage guidance. I know we'll continue to hear from you in your Candy Apple column.

Also stepping down at this time are our Candy Apple editors, Terry Wilson and Jeanne Lorenzo. It's great that their business is doing so well, but it does create a large vacuum in our club staff. Their efforts have created a very professional appearing club newsletter. Any one interested in putting out the newsletter please contact me. The person does not have to be a computer "Expert" to do this job. Just someone willing to devote some time to the club. I would like to publicly thank Bill Carey, Terry Wilson and Jeanne Lorenzo for jobs well done. I would like to express my thanks to these three outstanding club members who gave of their time over the past several years from both myself and the club members.

Art Contest

To provide something of more interest than the election, there will be a computer generated art contest this month. This will give all the graphic artists an opportunity to display their talents. There will be a judging and awards. Please look for the rules elsewhere in this issue.

See you at the meeting

–Gus Banks

IN TONGUES

Macintosh Ramblings

This month I'm going to review the new Macintosh SE/30, but first I want to get a few things off my chest. A month back, I discussed Steve Jobs' NeXT machine, but I forgot to mention that he is being very selective in his marketing. He will only accept purchase orders from large universities. You figure that one out.

And, anent my ravings about obsolescence a while back, Apple is considering shutting down the Mac II production line. The IIx has made the original II obsolete.

Well, on to the SE/30. The basic machine contains the 68030 chip, which is upwards compatible with the old Mac 68000 and 68020 chips, so software should survive. However game fans might have trouble playing at the four times faster speeds.

The machine will also support 8 megabytes of internal RAM, a considerable improvement.

The kicker comes when considering expansion. Current SE expansion boards will not work in the new machine. (Actually, this is a case where Apple is biting the bullet and correcting an earlier goof. The old NUbus architecture wouldn't support a full 32 bit addressing system. The revised bus in the SE/30 will, but this makes it incompatible with all existing cards.)

And Apple is producing zero, (that's 00) cards for the new bus architecture. They are leaving that field to third party vendors. Fortunately, several vendors have sprung into the gap and are offering cards that will support color monitors, Ethernet communications systems, IBM interfaces, and fancy sound cards.

So what else can the new Mac do? Well, just now, not much. It is obviously the original platform on which Apple's long heralded multi-tasking Operating System will first run. But that piece of software is apparently well into the future. Significantly, Apple announced the Macintosh SE/30 at the same time it announced the newest version of MPW.

Now MPW is not something the average Mac user will ever use. It is the Macintosh Programmer's Workshop and it supplies people who write programs for the Mac with a whole kit of tools that are required by programmers, but not by the typical user. (I once heard an Air Force colonel say "The Mac is and incredible tool. You don't program it, you use it.")

Programmers do require specialized tools, tools for manipulating files, compiling, linking, debugging, all arcane specialties of the trade. So the new edition of MPW is encouraging programmers to get hot and develop programs which make use of the high speed of the new Mac.

Maybe next month we'll discuss the new Unix available for Macs.

–WM Carey

ART CONTEST

The club will have an art contest this month, so bring your creations to the meeting and a chance to win an Apple mug!

There will be an Apple IIgs and a Macintosh at the meeting to show the entries (the entries in the printed category need not be displayed on the computer).

Prizes will be awarded in the following categories:

> Black and white printed
> Color printed
> Mac computer picture
> Mac animated picture
> Apple II color computer picture
> Apple II animated picture

You may use computer programs to develop the entry or you can use your programming skills. Programs should be identified. Scanned or video pictures which are digitized will not qualify.

Candy apple

Calendar

FEBRUARY

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1	2	3	4 Candy Apple deadline
5	6	7	8	9	10 Exec Brd Mtg	11
12	13	14	15	16	17 Main Meeting	18 PACS Meeting, La Salle Coll.
19	20	21 G.R.A.P.E. Meeting, Delaware	22 IIGS SIG	23 Classic Apple SIG	24	25
26	37	28				

MARCH

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1	2	3	4 Candy Apple deadline
5	6	7	8	9	10 Exec Brd Mtg	11
12	13	14	15	16	17 Main Meeting	18 PACS Meeting, La Salle Coll.
19	20	21 G.R.A.P.E. Meeting, Delaware	22 IIGS SIG	23 Classic Apple SIG	24	25
26	27	28	29	30	31	

Meetings begin at 7:30 pm unless otherwise announced. For SIG meeting locations and other information, call the appropriate numbers listed in the Officers' Box on page 2. Map to the Main Meeting, at the Cherry Hill Municipal Building, is on the back cover.

A Trio of Games

Championship Baseball

This baseball program, from Gamestar, is GREAT! In *CB* you control the hitter, pitcher, fielder, and runners completely. In *Hardball* you only tell the guy to run, while in *CB* you do the leading and stealing. You can deliver 8 different pitches. This game has it all. You make the line-ups, you make changes in the lineups, and you hit the homers. You can make up your own team that could dominate the league. Take your team into season play. If you come out first place in your division, you go to the playoffs against another division. If you win the playoff game, you go to a best-of-3 series with the winner of the other division. The four leagues progress in difficulty, so there is always a new challenge.

I give this game a maximum 5 stars. Once $41, it is now $11! Get it!

World Class Leader Board Golf

I used to hate golf. I thought it was the most boring sport in the world. However, *World Class Leader Board Golf*, from Access, changed me. I played this for the first time at my cousins' house on his //c, and it was great! In this game you have great graphics, great strategy involved, along with great reproduction. This game is perfect even for the guy who hates golf. Even better for the one who loves golf. On those rainy days, play St. Andrews!

For those who have played *Mean 18*, *World Class* is BETTER! I give this game 4 stars out of 5. Its cost is $30.

A Mind Forever Voyaging

In this interactive-fiction Advanced Level Infocom game, you are PRISM, a new computer with the ability to think for yourself. The year is 2031. You can travel 10, 20, what the heck 60 years into the future, if you do the right stuff. Find out what is happening to "The Plan" in 2041 and come back to tell your boss what is happening.

This game deserves 4 stars out of 5. Get it for only $6!

—*Ryan MacMichael*

Classic Apple SIG

The club's newest SIG is for Apple II, II+, IIe, IIc, and IIc+ machines, including Franklin and Laser. They meet on the Thursday following the main meeting, at Mike Wogan's house, 7:30 pm. People can call Mike for directions (854-6445).

IIgs SIG

The IIgs SIG meets the Wednesday following the main meeting at Bob Bobik's house in Mt. Laurel (call him at 778-2105 for directions). We had two GS's, close to twenty people, and a lot of fun at the January meeting. Try to make it!

Executive Board Meeting

The SJAUG board meets the Friday before the Main Meeting. Anyone is welcome to come. Call the DeCuzzi's (page 2) for location of the March meeting.

Mac II Screen Dump

A frequently asked question is "How can I get a screen dump from the Mac II?"

When using the Mac II, the **Command-Shift-3** combination *will indeed* create a MacPaint file, provided your monitor is set to black and white. Think about it. MacPaint is a black and white, pixel-on/pixel-off program. It wouldn't know how to deal with shades of gray (let alone colors) – so your monitor must display only black and white pixels. Go to the Control Panel, choose Monitors, and set the monitor for "Black and White" and "2 colors".

When you open the screen dump in MacPaint or a similar paint program, you may wonder why the image is rotated 90 degrees. This is because the Mac II screen is wider than the maximum width of a MacPaint document. Rotating the screen fits everything in. Crop out what you don't want and rotate it 90 degrees in Mac-Paint to get it right side up again.

—*Terry Wilson*

Apple II Tips

by Robert C. Platt
Reprinted from the Washington Apple Pi

Q.   What is an interleave factor?

A.   Information on a floppy disk is arranged by tracks and sectors. Each track typically contains 16 sectors arranged in a circle at a particular distance from the center of the disk. The order in which the sectors are placed along this circle is determined by the interleave factor. Traditionally, a UniDisk 3.5 used an interleave factor of 4:1. This means that the sectors were arranged in the following order: 1-5-9-13-2-6-10-14-3-7-11-15-4-8-12-16.

If a file is read sequentially, the computer would need the information from sector 1 followed by sector 2 and so on. With 4:1 interleaving, the disk reads sector 1; by the time that sector 1 has been processed, three more sectors have rotated past the disk's read head and sector 2 moves into position for reading. (If a smaller interleave factor were selected, sector 2 would have already passed, and the computer would need to wait an entire rotation before sector 2 could be read.)

It turns out that the Apple 3.5 drive can process the information from the disk more rapidly. As a result, a 2:1 interleave factor is best for Apple 3.5 drives. Only one sector is skipped between sectors on the track and they are arranged in the following order: 1-9-2-10-3-11-4-12-5-13-7-14-7-15-8-16.

Both the Apple 3.5 and the UniDisk 3.5 can read disks which have been recorded with either interleave factor. This is because the number of the sector is written in front of the data for that sector. (These numbers are first assigned and recorded on the disk when it is initialized.) However, an apple 3.5 drive will be slower when reading a 4:1 disk and a UniDisk 3.5 will be slower when reading a 2:1 disk.

Q.   How can I control whether my floppy disks are initialized with a 4:1 or a 2:1 interleave factor?

A.   The apple IIgs System 4.0 comes with an Advanced Disk Utility which gives you the option of initializing the disk with either interleave factor.

Q.   What is an FST and how does it differ from a device driver?

A.   GS/OS requires two different components to talk to an input/output device. Device drivers are programs which perform the actual input/output operations on the hardware. Without a device driver, your operating system will not acknowledge the existence of a particular input/output device. In contrast, a "file system translator" (FST), describes how the information is organized on the device. For example, it would describe the directory format of a floppy disk drive.

The current version of GS/OS includes three FSTs in a SYSTEM folder called FSTS. They teach GS/OS how to interact with ProDOS disks (PRO.FST), character devices (like the keyboard) (CHAR.FST) and CD-ROM disks (HS.FST).

Future FSTS are promised for MS-DOS formatted disks, p-System and CP/M disks.

Once a device driver and FST are present on a system for a particular type of device, it will show up on the finder desktop, allowing you to open files on that device from any GS/OS program.

Q.   Will all my current ProDOS 16 programs work under GS/OS?

A.   No, so far, we have tried GS/OS with Word-Perfect and Multiscribe GS and found that they work. However, Paintworks Plus and Paintworks Gold will not work. In general, programs which did not follow Apple's specifications completely may have problems under GS/OS. You have to test each one of your programs.

Q.   How can I get a copy of GS/OS?

A.   Users groups sell system upgrades for a minimal fee (ed note: our club has it - check with Gus Banks, the GS disk librarian). Apple dealers

will sell you a set with documentation for $39. Dealers are supposed to let you copy the new system disk for free. Some bulletin boards also have copies.

Q. How can I install GS/OS on my software for testing?

A. First, if you don't have a hard disk, copy your original disk. Boot the GS/OS system disk and run the installer program. Insert the copy of your software disk and when it shows up on the window on the right, click install system. Do not select "Install everything" as this will not fit on a floppy.

Second, if you have a hard disk, install GS/OS in the partition which had your old ProDOS 16. Test things out. If they don't work, you can restore from a copy of your old system folder.

Express Yourself; Be Famous

Become the Editor of the Candy Apple! It's a good way to *really* learn how to get the most out of your computer. (I was a real computer neophyte when I took over the Candy Apple.) Not only do you put your computer to work once a month, but you end up learning a lot just by reading through material deciding what to publish each month. You get to use the club's modem so you can download files from our bulletin board (Ed and Ethel keep it churning along, and I can always find material there) and explore other local boards. You get to read *Open Apple*, *The Washington Apple Pi*, and other newsletters on our exchange list.

You might even get famous! I sent a reprint from one of my Macintosh Tips articles into *MacWorld*, and although they paraphrased my tip and missed my point slightly, I was credited on their pages (February 1989, page 100).

It's time for someone else to put his/her signature on the newsletter and bring another view to the membership. Jeanne Lorenzo and I have enjoyed doing the newsletter for the last year and a half, but find we can't put in the time we used to. The March Candy Apple will be our final issue. If you are interested in taking over, please contact Gus Banks (phone number on page 2).

—Terry Wilson

Q. What is a 'disk cache' and how does it differ from a RAM disk?

A. They both speed up the execution of programs. In a RAM disk, a portion of RAM is used as if it were a disk drive and copies of entire files are stored there. A RAM cache, merely copies individual sectors from files as they are read from disk. If the same information is used a second time, that sector will be taken from the copy in RAM rather than repeating the comparatively slow process of reading the data from the disk. When all of the space in the RAM cache is occupied, the oldest unused sector is overwritten by the next sector of data. The larger the RAM cache, the more likely that information will be found in RAM when it is used a second time.

Note that some programs, such as AppleWorks 2.0, see how much free RAM is available and automatically read files if space is available. When using such programs, you should turn your disk cache off.

GS/OS comes with a NDA which allows you to modify the size of your disk cache at any time.

Icons in Alpha Order

We've run this before, but it bears repeating. You can arrange your files/folders in alphabetical order without dragging them around manually and placing them in alphabetical order by:
1. Selecting View By Name
2. Select All
3. Drag all selected files/folders to your desktop (do not deselect them)
4. Select View by Icon
5. Drag all files/folders back to your folder
6. Select Clean Up while holding down the OPTION key.
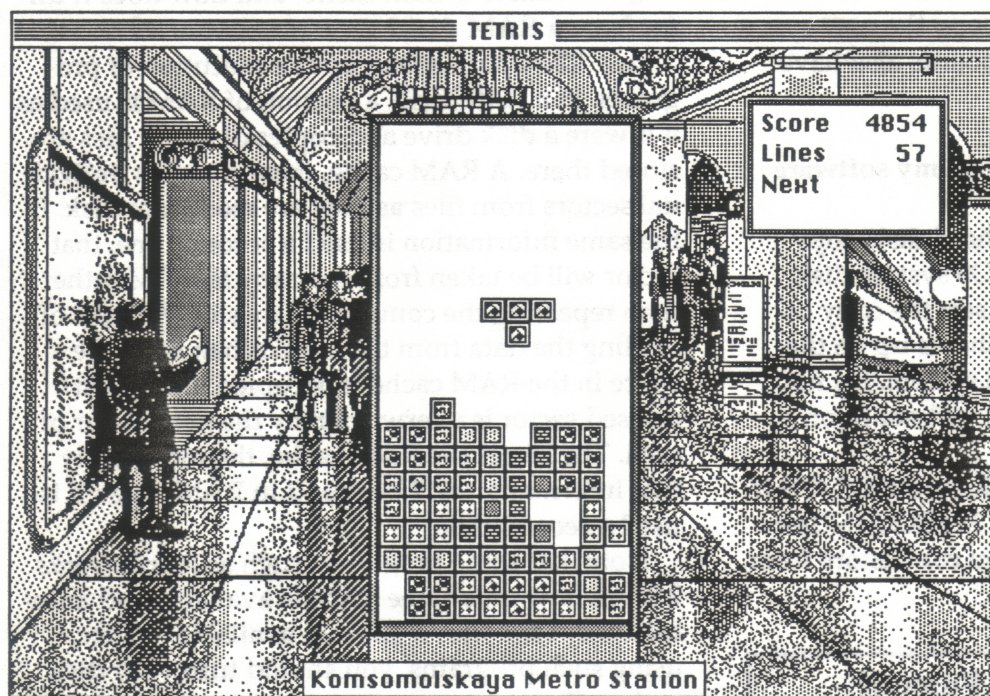
—Reprinted from the MUG NEWS SERVICE

TETRIS

Score 4854
Lines 57
Next

Komsomolskaya Metro Station
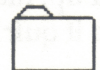
Simply Seductive

TETRIS

If you like Shanghai, you'll love Tetris. It's one of those games where you say, "Just one more game, and I'll quit." This can go on for hours. Take it from someone who knows.

Tetris was developed in Russia and is marketed in this country by Spectrum Holobyte. It's available in all Apple formats: Apple II, Apple IIGS, Mac, and Mac II (has color). The IIGS and Mac versions take advantage of the high resolution screen and the sound chip. The Apple II versions (there are two non-GS versions) play the same, but just don't look or sound as fancy.

The play is simple. Shapes made of four squares (tetra means four – get it?) fall from the top and you jockey them into position as they fall by moving them left or right and/or rotating them (using the J, K, and L keys), so they fill up solid rows. When a row is filled solid, it vanishes and you get points. Once you get the piece all lined up, hit the space bar with your left thumb to drop it quickly

and pick up a few more points.

You will automatically advance to the next level as you rack up points. Each level (there are ten, and you may start at any level you choose) is a shade harder — the pieces fall a bit faster and the music's tempo increases. The picture changes, too. The IIGS color pictures are beautiful.

Interestingly, the Mac and IIGS versions have different sound tracks. The IIGS folktunes feature what resembles a balalaika and cello, while the Mac version sounds like a clarinet and a keyboard. Even the arrangements are different. The pictures also vary somewhat. The above picture is from the Mac version, but the same picture in the IIGS version has a janitor mopping the floor in the right foreground. There are probably other differences, but it's hard to get a good look at the graphics while you're trying to play the game.

The Mac version also comes with a DA version, but since DAs by definition are small applications, you get a reduced version of Tetris: a smaller screen area, no folktunes, and only one background scene. It just isn't as much fun without the music and pictures. I guess this points to the success of games like Tetris and Shanghai. The rules and the play are straightforward but the graphics are beautiful, and in Tetris' case, the music is well done, so you keep wanting to go back for more.

–Terry Wilson

Disks of the Month

The **AppleWorks disk for February** is taken mostly from two TAWUG disks, TAWUG.PRINT-ER.1 and TAWUG.PRINTER.2. There are three additional files that have been added, also dealing with printers. These files are all readable using AppleWorks. There are two additional files in BASIC, which you won't see from AppleWorks; you would have to CATALOG the disk.

The information about printers is diverse: how to add two or more custom printers; interfacing with the ProWriter, ImageWriter, C. Itoh ProWriter, Transtar, Gemini Star, Juki 6100, Toshiba, Epson, Star Micronics, DaisyWriter, Apple Dot Matrix printer. Configuring AW for various interface cards (Grappler, Apple Super Serial, Pakaso, Microtek, Tymac, Practical Peripherals).

Many of the files explain the printer codes needed to set up the features, such as bold, underline, proportional, elongated, special characters, etc. for a number of different printers. One of the BASIC programs patches AW so it no longer prints a stray character at the beginning of the printout whenever any cpi setting other than 10/inch is used. Some hints, tricks, and suggestions for efficient use of the printer are included (printing in two columns, printing addresses on envelopes, printing on forms). There's really more here than can be summarized in a short paragraph, but you get the idea.

Anti-Gravity, the disk of the month for February, is a public domain DOS 3.3 game disk that's sort of like PacMan.

The user directs a character about the screen, using either a joystick or arrow keys on the keyboard. The screen is scattered with arrows, pointing up or down. The "gravity" indicated by the arrow is either working or not, depending on whether or not the space bar or fire button has been pressed. So the user can move his character about the screen by using a combination of arrow keys and space bar. But there are two dangers. There are anywhere from one to as many as five bad guys, who will kill the main character if they come in contact with it, and there is a timer running, which sets a limit on the game.

The object seems to be to find your way around the screen, and come in contact with numbered squares which yield points. The game keeps a running total score. At the top of the screen, there is also an indication of whether the "gravity" is on or off. The user can switch to another "level", and can set the difficulty level at the start of the game. One suggestion. When the main screen appears, it says to "BRUN ANTI-GRAVITY" to start the game. Don't. Instead, RUN the ASCII file "INSTRUC-TIONS." This presents you with a single screen which explains the controls you have available. I'm not sure what a high score is, but I found it challenging to play.

–Mike Wogan

Mark Wannop, one of the disk librarians, has this to add: The only addition I have to Mike's comments is that the game gives a nice display on both color and monochrome monitors. One tip though; do NOT play it with a ZIP-CHIP in the computer, like we attempted to (ha!) at Steve's house... I'm not much of an arcade-type game player, but this one "gets" you, and you can wind up playing until the birds start chirping and dawn creeps up on you...

AppleWorks Course

Palmyra High School adult school is offering an Introduction to AppleWorks. The course runs from March 7th to April 27th, Thursday evenings from 7 to 9. That's the good news. The bad news is it costs $75. Those interested should call the Palmyra High School at 829-3840.
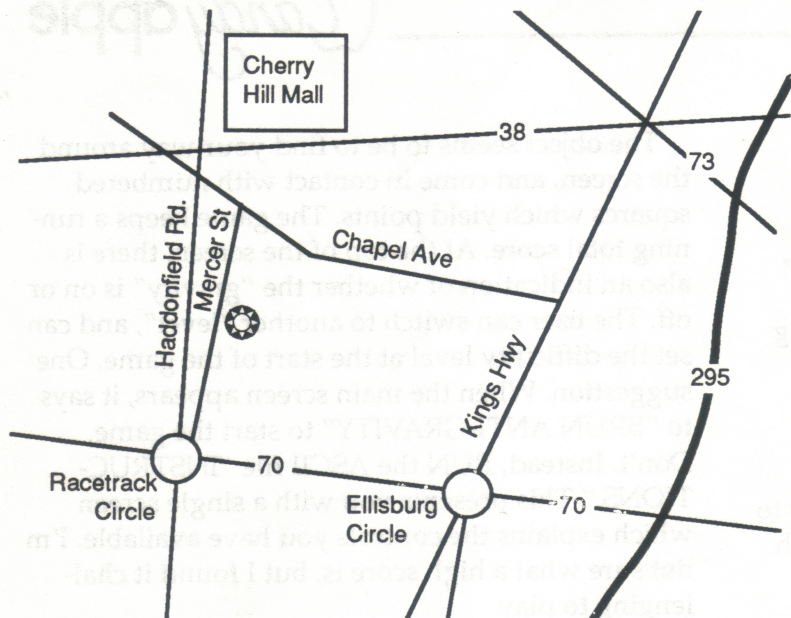
Book Library

Mike Wogan will be out of town the weekend of February 17th, and will not be at the main meeting this month, so there won't be any book library. If you need to return a book, either give it to Carol or Peter DeCuzzi at the meeting, or call Mike (854-6445) and he'll arrange to get it from you.

March – TimeOut Series

Mike Perloff will discuss Beagle Brothers Time-out Series at the March main meeting. He's the club's 'Beagle Buddy.'

Map to Main Meeting

Cherry Hill Mall

38
73
Chapel Ave
Mercer St
Haddonfield Rd.
Kings Hwy
295
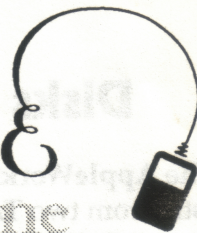70
70
Racetrack Circle
Ellisburg Circle

Map to Main Meeting
3rd Friday of the month at 7:30 pm
At the Municipal Building next to the police station on
Mercer Street in Cherry Hill

Candy Apple
P.O. Box 4273
Cherry Hill, NJ 08003

Dated Material